Year 9 E-safety and iMedia Project

#	Term	Definition	#	Term	Definition
1	**Copyrighted**	Work protected by copyright law.	19	**Visualisation**	is an annotated sketch or diagram to see what the graphic looks like.
2	**Unauthorised access**	Using a computer system without permission.	20	**File Format**	What type of file formats does the digital graphics use tiff - very large file size, primarily used in the print industry. jpg - small file size, used by cameras and for images on the internet. png - small to medium file size, designed to replace GIF. It is slowly growing in use. bmp - large file size, rarely used these days. Knowing the file format properties and be able to describe why they are different formats in different situations.
3	**Personal identity**	Personal information such as real name, address, date of birth or location	21	**Legislation**	Knowing the Copyright Law in order to source the assets for the project
4	**Identity theft**	Loss or theft of personal information such as email address, passwords, bank account numbers or other personal information that can cause loss	22	**Technical Compatibility**	Images must be compatible according to technical specification set by the client.
5	**Cyberbullying**	The bullying of another person using the internet, mobile phones and other digital devices.	23	**Storyboard**	A storyboard is a visual diagram which will show the panel layout, focal points within panels, characters, storyline, communication, locations.
6	**Data theft**	The act of stealing information stored on corporate databases, computers, servers, or electronic devices to obtain sensitive information	24	**Mood board**	Is to assist in the design of a media product by collecting a wide range of materials (Images, fonts, colours) this gives an overall feel of what is needed. A mood board is a starting point for the client to see what the project might contain.
7	**Privacy Settings**	Settings used to secure social media accounts such as face book, Instagram, twitter etc.	25	**Mind Map**	These can be used to quickly generate a different idea to show links between different concepts. Mind maps are a central theme with branches springing from it connecting different sub nodes these are used at the start of the design process
8	**Client Requirements**	Your client is the person you will be working for. They will tell you what to plan, design or create for them. The Client will set out requirements that they want you to follow when you plan the project	26	**Bitmap images**	An image made up of pixels. This type of image loses quality if its width and/or height are increased.
9	**Purpose**	Reason why the project is being developed to entertain,	27	**Pixels**	Pixels are the smallest unit in a digital display

		inform, promote or educate			
10	**Theme**	The underlying meaning or conceptualisation	28	**Vector graphics**	An image stored as mathematical instructions for how to draw it. This means its width and height can be increased without the loss of quality.
11	**Style**	A distinctive appearance, typically determined by the principles according to which something is designed.	29	**Compressed**	Made smaller by squeezing together.
12	**Genre**	a style or category	30	**Interactive applications**	A software program that allows a user to perform a specific task.
13	**Content**	the subjects or topics covered in a project	31	**Open Source**	A model for creating technology that promotes free access to its design and makes it free to share.
14	**Target audience**	Are the people the project is being developed for	32	**Animation**	Frames that are still images that appear as a moving image when they are shown one after another at high speed.
15	**Digital Graphic**	Digital Graphics are any image/object that is displayed or created on a digital device such as a computer and stored as data.	31	**Application**	A software program that allows a user to perform a specific task.
16	**Work Plan**	A work plan lists all of the tasks involved in the whole project and displays the time estimation for each element	32	**Open Source**	A model for creating technology that promotes free access to its design and makes it free to share.
17	**Contingency time**	This is a part of the work plan in case things take more time then what was estimated	33	**Special Effects**	An illusion, usually in video or audio product.
18	**Asset table**	An asset table is a list of all of the assets, images and information which have been collected for the project listing it shows the source of the elements and the legal issues.	34	**Proprietary**	Software owned by a company. The opposite of open source.